SNSP-ASMP-EUR

SUPER MORPH™

INSTRUCTION BOOKLET

MILLENNIUM

SONY
ELECTRONIC PUBLISHING™

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

THE STORY SO FAR

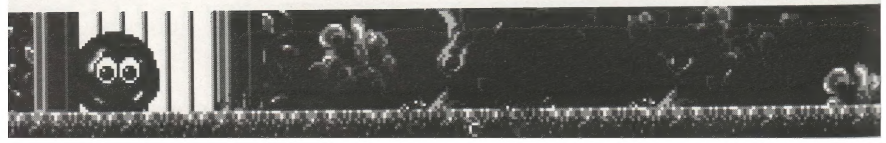
WHILE EXPERIMENTING WITH A PROTOTYPE TELEPORTATION DEVICE, THE ECCENTRIC PROFESSOR KRANKENPOT, HAS INADVERTENTLY REDUCED HIS YOUNG NEPHEW, MORPH, TO HIS COMPONENT ATOMS. WITH THE MACHINE BLASTED INTO A HUNDRED LITTLE PIECES, MORPH'S ONLY HOPE IS TO RETRIEVE THE MISSING COMPONENTS SO THAT CAN KRANKENPOT REPAIR HIS CREATION. ONLY THEN CAN MORPH'S WAYWARD MOLECULES BE BROUGHT BACK INTO LINE. NOW PLAY ON...

GETTING STARTED

1. MAKE SURE THE POWER SWITCH ON YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM™ IS OFF.
2. INSERT THE SUPER MORPH CARTRIDGE AS DESCRIBED IN YOUR SUPER NES MANUAL.
3. TURN THE POWER SWITCH ON.

MORPH'S TRANSFORMATIONS

MORPH MAY NO LONGER BE LIKE OTHER BOYS, BUT THERE ARE ADVANTAGES IN BEING A COLLECTION OF DISEMBODIED ATOMS. MORPH CAN, WITH GREAT EFFORT, METAMORPHOSE FROM ONE STATE OF MATTER TO ANOTHER. HE CAN BECOME GAS MORPH, LIQUID MORPH, FLEXIBLE MORPH OR SOLID MORPH. EACH OF THE FOUR STATES HE CAN ASSUME HAS ITS OWN ADVANTAGES AND, OF COURSE, ITS DISADVANTAGES.



THE GAME

THE TELEPORTATION MACHINE'S MISSING COMPONENTS HAVE BEEN SCATTERED OVER FOUR DIFFERENT AREAS: THE GARDENS, THE FACTORY, THE SEWERS, AND THE LABORATORIES. THERE ARE SIX LEVELS IN EACH AREA, WITH ONE COMPONENT HIDDEN IN EACH.

THIS SCREEN SHOWS THE FOUR AREAS, AND THE NUMBER OF MACHINE PARTS, SHOWN AS COGS, WHICH HAVE BEEN COLLECTED FROM EACH ONE. USE THE JOYPAD TO MOVE THE ARROW AND SELECT AN AREA, THEN PRESS START TO BEGIN.

TO COMPLETE EACH LEVEL, MORPH MUST FIND THE MISSING COMPONENT (SHOWN AS A LARGE COG) AND LEAVE BY THE EXIT WITHIN TWO MINUTES. IF YOU FAIL YOU CAN ATTEMPT THE LEVEL AGAIN OR MOVE ON TO A LEVEL WITHIN ANOTHER AREA. THERE IS NO LIMIT TO THE NUMBER OF TIMES YOU CAN ATTEMPT A LEVEL, BUT REMEMBER ONCE YOU TURN OFF YOUR SUPER NINTENDO YOU'LL HAVE TO START ALL OVER AGAIN NEXT TIME.

MORPH AND HIS MOLECULES

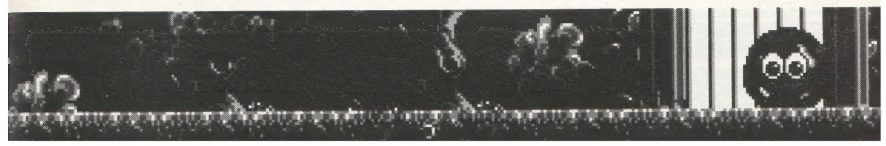
GAS: WHEN IN THIS STATE MORPH CAN FLOAT UPWARDS AND PASS THROUGH SMALL HOLES AND GRILLES. HOWEVER THE GAS IS VERY COMBUSTIBLE AND DISAGREES HIGHLY WITH EXTRACTION FANS. UNFORTUNATELY, AS IT IS LIGHTER THAN AIR, MORPH CANNOT MOVE DOWNWARDS IN THIS STATE.

PRESS **BUTTON X** TO ENTER THE GAS STATE.

LIQUID: WHEN TRANSFORMED INTO A LIQUID MORPH MAY SEEP THROUGH SMALL HOLES AND GAPS, AND EXTINGUISH FIRES. HOWEVER HE CAN BE KILLED BY DRAINS AND DISSOLVED IN ANY OTHER LIQUID.

PRESS **BUTTON Y** TO ENTER THE LIQUID STATE.

FLEXIBLE: ELASTICITY IS THE KEY PHYSICAL CHARACTERISTIC IN THIS STATE. FLEXIBLE MORPH IS A BIT LIKE A BEACH BALL: HE CAN BOUNCE AND FLOAT ACROSS WATER. HOWEVER,



SHARP SPIKES, BRAMBLES, AND BROKEN GLASS WILL BURST HIM, AND HE CAN BURN IN FIRE.

PRESS **BUTTON A** TO ENTER THE FLEXIBLE STATE.

SOLID: THE DENSEST, HEAVIEST STATE FOR MORPH TO BE IN. SOLID MORPH ROLLS ABOUT LIKE A CANNONBALL. HE'S IMPERVIOUS TO SHARP OBJECTS AND CAN SMASH THROUGH CERTAIN WALLS. TAKE CARE WHEN MORPH IS SOLID AS HE IS EXTREMELY HEAVY AND WILL CRUMBLE THROUGH FLIMSY STONE PATHS AND SINK IN LIQUID OF ANY KIND.

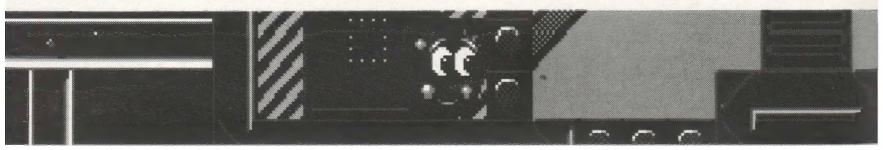
PRESS **BUTTON B** TO ENTER THE SOLID STATE.

NUMBER OF TRANSFORMATIONS

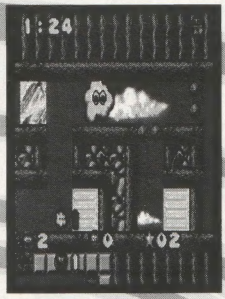
MORPH CAN ONLY CHANGE STATE A CERTAIN NUMBER OF TIMES PER LEVEL. IF HE OVERDOES IT HE CAN NO LONGER HOLD HIS ATOMS TOGETHER AND HE FAILS.

AT THE START OF A LEVEL MORPH IS ALLOCATED A NUMBER OF TRANFORMATIONS FOR EACH STATE. YOU MAY ACTUALLY EXCEED THIS NUMBER FOR A PARTICULAR STATE AS LONG AS THE TOTAL NUMBER OF STATE CHANGES REMAINS ABOVE ZERO. THE TRANSFORMATION COUNTER FOR THAT STATE WILL THEN DISPLAY A NEGATIVE (RED) NUMBER, AND YOU CAN CONTINUE TO EXPLORE THE LEVEL FURTHER. YOU CAN COLLECT FURTHER TRANSFORMATIONS (REPRESENTED AS STARS) TO BOOST THE AMOUNT OF TRANSFORMATIONS AVAILABLE TO YOU ON A LEVEL.

NOTE: YOU CANNOT COMPLETE A LEVEL IF THE NUMBER OF REMAINING TRANSFORMATION FOR ANY STATE IS NEGATIVE.



IN-GAME SCREEN



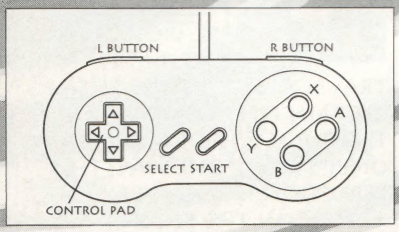
A) THE FOUR STATES AND THE NUMBER OF REMAINING TRANSFORMATIONS FOR EACH.

B) THE TOTAL NUMBER OF STATE CHANGES AVAILABLE

C) ITEMS COLLECTED (E.G. KEY, MAP)

D) THE MISSING COMPONENT

E) THE TIME REMAINING



CONTROLS

THE JOYPAD IS USED TO MOVE MORPH AROUND, THOUGH EACH STATE HAS ITS OWN MOVEMENT CHARACTERISTICS.

PUSH UP TO MAKE GAS MORPH RISE UP

PULL DOWN TO HOLD GAS MORPH AT THE CURRENT LEVEL.

PUSH UP OR DOWN TO INCREASE OR DECREASE THE HEIGHT OF FLEXIBLE MORPH'S BOUNCES

CHANGING STATE:

GAS MORPH - **BUTTON X**

LIQUID MORPH - **BUTTON Y**

FLEXIBLE MORPH - **BUTTON A**

SOLID MORPH - **BUTTON B**

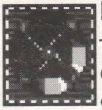
PAUSE GAME - **PRESS START**

RESTART LEVEL - **PRESS START** AND THEN **PRESS SELECT**

MAP CONTROLS

ONCE YOU HAVE COLLECTED THE MAP YOU CAN EXAMINE IT ANY TIME BY PRESSING SELECT. YOU CAN MOVE AROUND THE MAP WITH THE JOYPAD AND ZOOM IN AND OUT WITH THE L AND R BUTTONS. PRESS SELECT AGAIN TO EXIT.

THE HAZARDS



FANS

THE FANS WILL ONLY AFFECT GAS AND FLEXIBLE MATERIALS THAT COME TOO CLOSE TO THE BLADES. IF MORPH IS IN HIS GAS STATE THEN HE WILL BE SUCKED AWAY TO HIS DOOM. IF HE IS IN HIS FLEXIBLE STATE THEN HE WILL JUST BE STUCK FAST TO THE FAN. HE CAN EASILY ESCAPE BY TRANSFORMING INTO A LIQUID OR SOLID.

ELECTROMAGNETS

THESE WILL ATTRACT THE SOLID MATERIAL, BUT ONLY WHEN ACTIVATED. YOU CAN TELL WHEN THEY'RE TURNED ON BECAUSE THE COILS OSCILLATE.

SPIKES AND SHARP OBJECTS

WHILST THEY ARE TOTALLY HARMLESS TO MOST STATES, THEY CAN PUNCTURE FLEXIBLE MORPH.

DRAINS

HARMLESS UNLESS MORPH IS IN THE LIQUID STATE, IN WHICH CASE HE CAN FALL DOWN THEM.

FIRE

WHILST HARMLESS TO THE SOLID IT IS DEADLY TO GAS AND FLEXIBLE MORPH. THE LIQUID STATE WILL, HOWEVER, EXTINGUISH THE FIRE AND THIS MAY BE NEEDED TO SOLVE PUZZLES WHERE YOU HAVE TO CROSS THE AREA A SECOND TIME BUT IN A COMBUSTIBLE FORM.

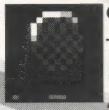
SLIME/OIL/WATER

THESE WILL DISSOLVE THE LIQUID AND DROWN THE SOLID THUS PROVIDING A VERY STICKY END FOR MORPH. THE FLEXIBLE MORPH CAN FLOAT ACROSS THESE FLUIDS.

THE OBSTACLES

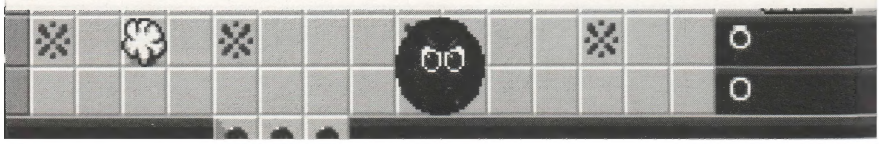
PIPES

THE PIPES ARE, OF COURSE, HOLLOW AND SO MORPH MAY TRAVEL ALONG INSIDE THEM. CERTAIN PIPES CONTAIN VALVES THROUGH WHICH MORPH MAY ONLY TRAVEL ONE WAY, THIS DIRECTION IS SHOWN BY AN ARROW ON THE BLOCK.

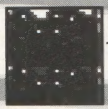


GRILLES

TO THE SOLID AND FLEXIBLE TYPE OF MATTER THIS BLOCK REPRESENTS AN IMPASSABLE OBSTACLE, BUT THE LIQUID AND



GAS STATES CAN PASS FREELY THROUGH ITS SMALL HOLES.

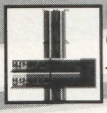


BREAKABLE AREAS

THESE ARE REPRESENTED BY BLOCKS WITH CRACKS IN THEM. IF HIT AT SPEED BY THE SOLID OR FLEXIBLE MORPH THEY MAY BE SMASHED THROUGH. HOWEVER, THE FLEXIBLE MATERIAL MAY ONLY SMASH VERY CRACKED - AND THEREFORE VERY WEAK - BLOCKS.

DIRECTION BLOCKS

THESE WILL PULL MORPH THROUGH IN THE DIRECTION INDICATED BY THE ARROW ON THE BLOCK. IT IS IMPOSSIBLE TO PASS THROUGH THE BLOCK IN ANOTHER DIRECTION. SOME BLOCKS HAVE A QUESTION MARK ON THEM SO YOU'LL HAVE TO WORK OUT THE DIRECTION OF PASSAGE YOURSELF.



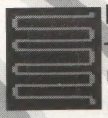
LIFTS AND CONVEYOR BELTS

THESE CARRY MORPH UPWARDS, DOWNWARDS AND SIDEWAYS. SOME OF THE LIFTS MOVE CONTINUALLY, OTHERS ONLY BECOME ACTIVATED WHEN MORPH GETS ON THEM.

LOCKS

THESE CAN ONLY BE REMOVED IF YOU HAVE ALREADY COLLECTED THE KEY LOCATED SOMEWHERE ON THAT LEVEL.

THE STATE CHANGERS



HEATER BLOCKS

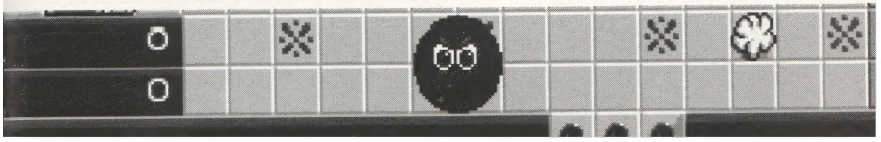
THIS IS A GLOWING ELEMENT AND WHEN ENTERED WILL TRANSFORM MORPH FROM HIS CURRENT STATE TO A LESS DENSE STATE. THE HEATER MAY BE ENTERED AS MANY TIMES AS YOU LIKE THUS PROVIDING 'FREE' TRANSFORMATIONS. THE DIRECTION OF CHANGE IS AS FOLLOWS:-

SOLID > FLEXIBLE > LIQUID > GAS

FREEZER BLOCKS

THIS HAS THE OPPOSITE EFFECT TO THE HEATER. IT LOOKS LIKE A BLOCK OF ICE AND WHEN ENTERED, WILL TRANSFORM MORPH INTO A DENSER STATE OF MATTER. AS WITH THE HEATER, THE TRANSFORMATION COSTS NOTHING AND CAN BE USED AS MANY TIMES AS YOU LIKE. THE TRANSFORMATION ORDER IS:-

GAS > LIQUID > FLEXIBLE > SOLID.



BONUSES AND OTHER ITEMS

EXTRA STATE CHANGES

REPRESENTED BY STARS ON A RED CIRCLE, THESE OBJECTS INCREASE MORPH'S TOTAL NUMBER OF STATE CHANGES.

EXTRA TRANSFORMATIONS

THERE ARE FOUR OF THESE, ONE FOR EACH STATE, EACH ONE LOOKING LIKE A MINIATURE OF MORPH IN THAT STATE.

KEY

ALLOW MORPH TO REMOVE LOCKS.

MAP

ONCE THIS HAS BEEN COLLECTED, YOU MAY STUDY IT BY PRESSING SELECT.

X-RAY SPECS

THESE ALLOW THE PLAYER TO SEE MORPH EVEN WHEN HE IS OBSCURED BEHIND PIPES AND WALLS.

TELEPORTS

TRANSPORT MORPH FROM ONE PLACE TO ANOTHER.

SWITCHES

THESE ARE USED TO ACTIVATE MUCH OF THE ELECTRICAL EQUIPMENT FOUND IN THE LEVELS, BE IT ELECTROMAGNETS, FANS OR LIGHTS. THEY CAN ALSO BE USED TO REVERSE THE DIRECTION OF A CONVEYOR BELT. A SWITCH IS TOGGLED ON OR OFF EVERY TIME MORPH TOUCHES IT.

TREASURE CHESTS

THESE GIVE BONUS POINTS.

STOP WATCHES

THESE GIVE YOU A TIME BONUS OF FIVE SECONDS.

SCORING

WHEN THE LEVEL IS COMPLETED MORPH IS AWARDED BONUS POINTS FOR ANY TIME REMAINING, THE NUMBER OF TRANSFORMATIONS LEFT AND THE NUMBER OF TREASURE CHESTS COLLECTED.

Sony Electronic Publishing Ltd.,
13, Great Marlborough Street,
London W1V 2LP.

PRINTED IN JAPAN
IMPRIME AU JAPON